
Title: Path of the Way III

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The Waymaster

The Waymaster is the highest rank upon the Path of the Way. A Waymaster is expected to be able to perform tasks that would be impossible for most Jukans, whether it's combative or not. Waymasters are often seen as the pinnacle of duelists, and to defeat a Waymaster in single combat is an achievement that few have attained who are not Waymasters themselves. Due to their solitary and extremely competent natures, many Waymasters are employed by their clans as spies and infiltrators, but Waymasters are not assassins. Waymasters employed as spies often bring their apprenticed Adepts onto their missions to test their abilities and to forge them in the fires of war. Waymasters are bound first in duty to the philosophy of the Way, and then to the Shirron of the Juka, and finally to the Warlord of their clan. A Waymaster will defy the orders of a Shirron or a Warlord if they must to serve the Way, but they do not expect absolution for these disobediences and they do not disregard orders lightly
The Duel of the Way

When two Waymasters or Adepts of the Way duel each other, there are special rites invoked that do not surface anywhere else. These rites taken together are what make up the Duel of the Way. Unlike a White Duel or a Black Duel, where opponents may decline, if a Duel of the Way is invoked there can only be a duel or a forfeiture, and if the challenged forfeits they must abide by the same conditions as if they had lost the duel itself. A Duel of the Way is begun with both Waymasters proclaiming their last duel, it's duration, and it's outcome; This can be drawn from their last White Duel, Black Duel, or Duel of the Way, but must be told openly and truthfully.

Each will then perform a series of motions and movements meant that may seem elegant and graceful to onlookers but serve a purpose that often only is sensible to the Waymasters themselves, or their Adepts; The dance is done to show exactly how each Waymaster intends to kill the other. Duels of the Way are often over in a quick, brief instant unlike Black or White Duels which may last for some time, and there can only be two possible outcomes of a Duel of the Way. The most likely outcome is that one or both of the Waymasters will be killed by the other, in which case the victor, if there is any, is obvious. If neither is slain but one incapacitated, the able Waymaster may choose to

spare the life of the
downed Waymaster and
offer for them to yield.
The Duel of the Way is
a serious rite that is
only invoked in the most
grave of situations and
when two Waymasters
find themselves completely
at odds with one another,
and neither will back
down.